MONSTER MAKER 3
JAPANESE YOKAI

1. WHAT KIND OF GAME IS IT?

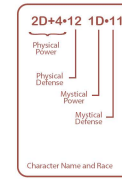
Japanese yokai are finaly here as monsters to fight against!

The characters are also real historical figures such as Benkei, Saigyo Hoshi and Sakata no Kintoki. Not to worry though, familiar characters from the Monster Maker serie are also making a come back, such as Diana and Gandawolf, to lend a hand.

Though the grudge spirit of Taira no Masakado can appear from the monsters' side, players can borrow the power of Kannon-sama or Great Bodhisattva Hachiman, if needed. Who will be the first to exterminate the monsters and reach buddhahood?

The game can be played from 2 to 5 players, but 3 to 4 is the recommended player count.

2. TYPES OF CARDS



[Character card] ×25

The backs of the cards are different from the others. The numbers on the cards represent (from left to right) [Physical Power], [Physical Defense], [Mystical Power] and [Mystical Defense] where D is the amount of dice rolled. So [2D+4] means two dice are rolled, 4 is added to the dice result to calculate this card's Physical Power.

[Monster Cards] ×50

The numbers are the same as on the character cards. The green number in the lower right corner indicates the score gained from eliminating the monster.

[Support Cards] ×25

These cards have a [+] or [×] in their upper left corner. The number following [+] (add) or [×] (multiply) act as a character's or monster's attack power modifier.

Blue numbered cards are for helping characters only, Red numbered cards are for helping monsters only. Purple cards can help both characters and monsters.

Only one [Support Card] can be attached to a monster or a character.

3. GAME PREPARATION

① Shuffle the Character Cards face down and deal 3 cards to each players. These cards are placed down in front of each players. These 3 Characters will be the first members of your party. You can have up to 3 characters in your party.

The remaining cards will be the Character Cards draw deck.

② Shuffle the other cards face down and deal 4 to each players. These cards will become their respective hand. The remaining cards will be the draw deck. In other words, there is 2 decks you can draw from.

③ A starting player is decided by either rock paper scissors or a dice roll. When the starting player is decided, the turns proceed in clockwise order from that player.

4. HOW TO PLAY

① At the beginning of your turn, If you have 4 cards or less, draw a card from either deck.

② You can then do one of the following 4 actions:

1. Play a monster card from your hand and attach it to someone's party.
A battle takes place between the monster card and the party to which it was attached.
2. Play a monster card from your hand and put it on the field - no battle takes place.
3. Select a Monster Card from the field you wish to battle against - Resolve battle.
4. You can try to steal by playing a Thief character card - no combat takes place.
5. You can pass your turn to the next player without doing anything - no combat takes place.
③ If a battle happen (even if it is not the player's turn), it is resolved immediately. Once resolved, the turn ends and the person to the right of the active player start their turn.
④ If a party member dies you end up with 2 party members or less, you can add a new Character Card, to your party, from your hand. You can do so following a battle even if you aren't the active player at that moment.

5. BATTLES

Battles attack priorities are determined as follow:

① When a Monster Card is attached to a player, both the defending player and the attacking player roll a die. The player with the highest roll attacks first. If the dice roll the same, roll again.
② When you attach a monster card to your own party, the monster will attack first.
③ When attacking a monster card on the field, the player attacks first.
④ Before rolling their dice, a player may play a Support Card. A player who is not involved in the battle may also play a Support card. However, only one Support Card may be played per character participating in the battle.

⑤ When a player (characters) attack, they decide whether to attack with Physical or Mystical Power. The character side may attack with two character cards at the same time. When a monster attacks, choose which Character Cards to attack. It can attack up to two cards at the same time, but the attacked player's defense will be the sum of the two.
⑥ The attacker rolls the number of D's on the card to determine the attack strength and compares it with the opponent's defense strength. If the attacker's attack strength is equal to or greater than the defensive strength, the attacker has defeated the opponent.

[Example] Player uses their warrior Minamoto no Yorimitsu to attack the Blue Demon with a power of [2D+2]. They roll two dice, roll a result of [6] and adds [+2] for a total of [8]. The attack is successful if the opponent's defense is lower or equal to the attacker's result.
Since the Blue Demon's Defense is [7], the attack succeeds and the Blue Demon is defeated. The defeated Monster Card is kept to track points earned. The player scores 1 point for the number in the lower right corner of the monster card.
When a player loses, their Character Card is turned face down and kept their defeated Monster Cards. When calculating score at the end of the game, players lose 2 points for each of their defeated Character Card. If the attacker's Attack Value is lower than the opponent's Defense Value, the attack fails and it is the opponent's turn to attack.

⑦ Battle continue until either side is defeated or when either player does not attack and [Escape] instead. You cannot [Escape] at the beginning of a battle.

Example

Nine-Tailed Fox [— • 19 4D •19] attack a party with:
[warrior] Usui Sadamitsu [1D+3 • 10 — • 9]
[female warrior] Janie [2D-2 • 11 — • 10]
[Buddhist] Gennō [— • 8 2D+2 • 12]
The dice are rolled, and the characters attack first, with Usui Sadamitsu and Janie for a combined total Physical Power of [3D+1]. Dice are rolled for a total of 13, making the attack ineffective.
The Nine-Tailed Fox attacked Gennō with a [4D] Mystical Power, the sum of the four dice result in 11, and the attack also failed.
The player decides to [Escape] on their turn to attack, as they considers the battle to be unfavorable.
The battle ends here, and Nine-Tailed Fox become a field card

⑨ Like in the [Example], if the monster remain undefeated, it become a field card.
⑩ At the end of the battle, all [Support Card] that were added to the battle are discarded.

6. SPECIAL CARDS

[Nurarihyon]
Its attack power copy the strongest Monster Card on the field.
[Red Oni • Blue Oni]
Both cards can be used at the same time, with one of the cards being used as a [Support Card].
When either card is on the field and is attacked, the other card can still be attached like a [Support Card]. The difference from normal [Support Card] is that the card is not discarded when the battle is stopped, but remain as a pair from then on.

[Thieves and Female Thieves]
Unlike other character cards, these cards are disposable. You can choose a player, roll a die, and if you "steal successfully", you can look at his or her cards and get a card of your choice. However, you must not get more than 6 cards.

[God of the mountain]
As a mountain god, monsters with the symbol who receive this card as a [Support Card] earn a [+3D] bonus.

[God of the Sea]
As a sea god, monsters with the symbol who receive this card as a [Support Card] earn a [+3D] bonus.

7. END OF GAME CONDITION

① Anyone who runs out of characters in the middle of the game is eliminated. The game ends when all players except one lose.
② The game also ends one turn after the Monster Card deck runs out.
The scores are calculated and the player with the most points wins. At this time, if any of the player's character cards lost the battle, they are counted as minus 2 points.
③ The game can also ends whenever someone scores the following specific number of points in the middle of a game:

- Recommended points:

2 Players 30 pts
3 Players 25 pts
4 Players 20 pts
5 Players 18 pts

④ If no one can draw a card and everyone [Pass], the game also end. The score is calculated, and the player with the highest score wins.

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